

SEGA

ELECTRONIC ARTS®

SEGA SATURN

TM



SOVIET STRIKE

by Libson & Ware

INSTRUCTION MANUAL

COMPACT
disc

This game is licensed by
Sega Enterprises, Ltd. for play on the
SEGA SATURN™ System

SOVIET STRIKE™

EPILEPSY WARNING

PLEASE READ BEFORE USING THIS VIDEO GAME SYSTEM OR ALLOWING YOUR CHILDREN TO USE IT.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

PRECAUTIONS TO TAKE DURING USE

- Do not stand too close to the screen. Sit a good distance away from the television screen, as far away as the length of the cable allows.
- Preferably play the game on a small television screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

WARNING: TO OWNERS OF PROJECTION TELEVISIONS!

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT (television screen). Avoid repeated or extended use of video games on large-screen projection televisions.

SOVIET 
STRIKE

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STARTING UP: HOW TO USE YOUR SEGA SATURN SYSTEM

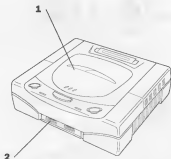
This CD-ROM can only be used with the Saturn System. Do not attempt to play this CD-ROM on any other CD player—doing so may damage the headphones and speakers.

1. Set up your Sega Saturn system by following the instructions in your Sega Saturn System Instruction Manual. Plug in Control 1.
2. Place the Sega Saturn CD-ROM, label side up, in the well of the CD tray and close the lid.
3. Press the Power Button to load the game. The game starts after the Sega Saturn logo screen. If nothing appears, turn the system OFF and make sure it is set up correctly.
4. If you wish to stop a game in progress or the game ends and you want to restart, press the Reset Button on the Sega Saturn console to return to the Game's Title Screen. If you wish to return to the Control Panel, press Buttons A, B, C and Start simultaneously at any time.

5. If you turn on the power without inserting a CD, the Audio CD Control Panel appears. If you wish to play a game, place the Sega Saturn CD in the unit, press the D-Button to move the cursor to the top left button on the Control Panel, and press Start. The opening screens of a Game will appear.

Important: Your Sega Saturn CD-ROM contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn system has trouble reading the disc, remove the disc and wipe it carefully, starting from the centre of the disc and wiping straight out towards the edge.

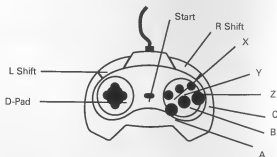
- 1 Sega Saturn System
- 2 Control 1



Handling Your Sega Saturn CD-ROM

- The Sega Saturn CD-ROM is intended for use exclusively with the Sega Saturn System.
- Be sure to keep the surface of the CD-ROM free of dirt and scratches.
- Do not leave it in direct sunlight or near a radiator or other sources of heat.
- Be sure to take an occasional break during extended play, to rest yourself and the Sega Saturn CD.

GENERAL SECURITY CLEARANCE: STARTING THE GAME

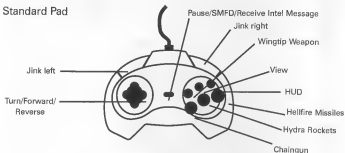


1. Make sure a control pad is plugged into the port labelled Control 1 on the Sega Saturn system.
2. Turn ON the power switch on your Sega Saturn™ system.
3. Open the disc tray and place the disc inside.
4. Press the **START** button to advance to the Title screen.
5. From the Title screen, press the **START** button to view the Main Menu.

STANDARD CONTROL LAYOUT

Soviet STRIKE supports three Control Pads for the Saturn: the Standard Pad, the 3D Control Pad, and the Mission Stick.

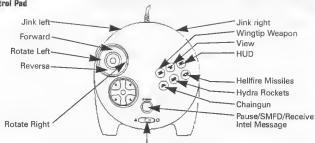
Standard Pad



Press both Jink buttons + C to Drop Cargo

Note: The Virtua Stick's controls are identical to the Standard Pad

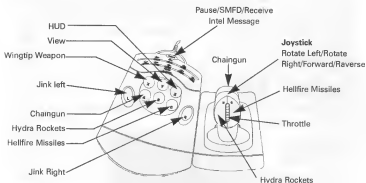
3D Control Pad



Press both Jink buttons + C to Drop Cargo

Note: If set to Digital (+), the 3D Control Pad acts exactly as a Standard Pad.

Mission Stick



Press both Jink buttons + Throttle Back to Drop Cargo

Note: There are four configurations for each Control Pad. See *Config* for details.

STOP THE WAR BEFORE IT BEGINS

OFF THE RECORD: WELCOME TO STRIKE

"War: Something we humans are quite good at. There was a time when we knew the bad guys. Battle lines were set. Choices were defined. But now madmen and terrorists have changed all of that.

"Our Global STRIKE Force responds to this new world disorder. We operate...outside normal channels. Our job is to anticipate potential wars and stop them before they begin. When things need to happen without 'uncomfortable' political repercussions, we get the call.

"STRIKE maintains a world-wide network of covert facilities. Each location has regional operatives, hardware, munitions, and the best computers money can buy. If there's trouble brewing, you know that we won't be far away.

"But now we've got a nightmare scenario in Eastern Europe: The former Soviet Union. It's a lit powder keg with enough nuclear firepower to turn this planet into glass. And when situations like this reach the boiling point, we call in the best of the best. That's you."

General Earle.

MAIN MENU: BOOT UP STRIKE.NET

The Main Menu is where you take care of any necessary business prior to launching a campaign.

*Press **C** to select the highlighted option.*

*Press **B** at any time to exit a category and return to the Main menu.*



To select an option on the Main Menu:

1. D-Pad **LEFT/RIGHT** to highlight a category.
2. Press the **C** button to select the highlighted category.
3. D-Pad **UP/DOWN** to highlight an option.
4. Press the **C** button to select the highlighted option.
5. Press the **START** button to begin a campaign.
 - Press the **START** button to bypass a video or exit a demo.

Load/Save

KAZHA

ENTER: Enter a password. New passwords are issued at the end of each successful campaign.

To Enter a password:

1. Highlight **ENTER** and press the **C** button.
2. D-Pad **UP/DOWN** to cycle letters.
3. When the letter you want appears, D-Pad **LEFT/RIGHT** to move to the next space.
4. When you're finished, press the **C** button to confirm the password.
 - Press the **START** button to begin that campaign.
5. Press the **B** button to return to the Main Menu with your selection.

VIEW: View the password for your current level or see the one you've just earned.

LOAD: Load a saved game.

To Load a saved game:

1. Highlight **LOAD** and press the **C** button. The Load Game menu appears.
2. Highlight your saved game and press the **C** button.

SAVE: Save a game.

To Save a game:

1. Highlight **SAVE** and press the **C** button. The Save Game menu appears.
2. D-Pad **UP/DOWN** to cycle memory slots, and press the **C** button to select.
3. D-Pad **UP/DOWN** to cycle letters.
4. When the letter you want to enter appears, D-Pad **LEFT/RIGHT** to move to the next space.
5. Press the **C** button when you are done.

Note: You can save only when you have completed a full campaign. You cannot save in the middle of a campaign.

Note: To delete a saved game, consult your Sega Saturn documentation.

Config

CHOPPER: Prep your chopper to best deal with the hot zone you're heading into.

To highlight **WEAPONS PACKAGE** or **WINGTIP LOAD**, D-Pad **UP/DOWN**.

To cycle through all selections, D-Pad **LEFT/RIGHT**.

When you have made your selections, press the **C** button, then press **B** to exit.



SOVIET STRIKE

STOP THE WAR BEFORE IT BEGINS

CONTROL: Configure the Control Pad in one of four ways. Soviet **STRIKE** detects the type of Control Pad plugged into your system and displays the four layouts available for that pad. See the Standard layout of each Control Pad.

- To cycle through available Control Pad layouts, D-Pad **LEFT/RIGHT**.
- When you have made your selection, press the **C** button.

AUDIO: Set the volume for both Music and Sound Effects.

- To highlight an audio type to configure, D-Pad **UP/DOWN**.
- To change the volume of the audio, D-Pad **LEFT/RIGHT**.
- When you have modified the configuration, press the **C** button.

LEVEL: Select between **Normal** and **Easy** difficulty levels. If you are new to the **STRIKE** team, select **EASY**, and your chopper is equipped with a more fuel efficient engine and ammunition twice as powerful as normal.

- To toggle between **NORMAL** and **EASY**, D-Pad **LEFT/RIGHT**.
- When you have made your selection, press the **C** button.

STRIKE Files

STRIKE files contain classified information that is available only to members of the **STRIKE** team.

- To play a file, highlight a file name and press the **C** button.
- To view the names of the people responsible for Soviet **STRIKE**, highlight **Credits** and press the **C** button.

CLASSIFIED SECURITY CLEARANCE: PLAYING THE GAME

QuickStart

Note: The instructions below assume you are using the Standard Control Pad with the Standard configuration. See *Config* for more information regarding the four configurations available for each Control Pad.

- Press the D-Pad to manoeuvre your Super Apache.
- Press the **LEFT/RIGHT SHIFT** buttons to jink your chopper and avoid enemy fire.
- Press the **A**, **B**, **C**, and **X** buttons to fire your weapons.
- Press the **Z** button to toggle the Heads Up Display (HUD) **ON/OFF**. Press the **Z** button and the **LEFT/RIGHT SHIFT** buttons to adjust the brightness.
- Press the **Y** button to switch camera view from Classic to Chase.
- Press the **START** button to pause the game and access the Super Multi-Functional Display (SMFD).
- Press the **START** button to receive an Intel message when the **STRIKE** logo flashes on the screen.
- Hover over friendly forces, munitions, and other assets to automatically winch them up.



- Drop off cargo at the appropriate LZ (Landing Zone).
- Drop off passengers at specified Landing Zones to restore your armour.
- Supplies are sometimes hidden inside structures or vehicles. Be careful: Using too much firepower may destroy the contents.
- STRIKE recommends completing your missions in order.
- Return to Home Base when all of your missions are complete.
- To exit a campaign and return to the Title screen, press and hold **A + B + C +** the **START** button.

The Super Multi-Functional Display

Use the Super Apache's onboard SMFD to access STRIKE.net. Via high-speed Satellite Communications (SATCOM) links you get all pertinent data on your Missions, enemy threats, friendly resources, maps of the area of operations, and situation reports (sitreps).

- To access the SMFD (and pause the game), press the **START** button.

To select an item:

1. D-Pad **LEFT/RIGHT** to highlight a SMFD category.
2. D-Pad **UP/DOWN** to access an item within that category.
3. Press the appropriate button(s).

Upper Row

Information in the upper row is grouped into the following categories:

MISSION: Breaks down a campaign into individual Missions. Each Mission can be completed in order...or not. Sometimes battlefield flexibility will win you the war.

ENEMY: Lists all hostile equipment.

ASSETS: Lists all friendly assets.

INTEL: Summarises background information about the current campaign.

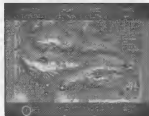
Lower Row

Each category from the upper row can be viewed in three ways:

MAP

Selecting an item shows the location of the subject on your map.

Press A at the SMFD to access the Map.



STOP THE WAR BEFORE IT BEGINS

INFO



Press **B** once for a brief text overview of the selected item from the upper row.

Press **B** a second time for more *INFO*, usually a voice annotated video file from *STRIKE.net*.

STATUS



Press **C** to view the current status of the Mission, Enemy, Assets, or Intel categories.

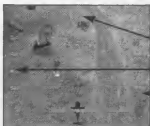
Press **Z** if it is blinking.

You view additional screens of text if more information is available

The Heads-Up Display (HUD)

Firepower is meaningless if you can't manage your resources. Fuel, Armour, and Ammo are your life blood. Use them with care. *STRIKE* will pre-position fuel pods, armour crates, and ammo packs for each campaign. You might even get lucky and find a special repair kit...

The Heads-Up Display (HUD) allows you to keep track of your Super Apache's resources and view your Directional Compass. There are also on-board warning signals to alert you to low fuel and armour. Pay attention to them.



Directional Compass,

Ammo

Resources

Note: When the *STRIKE.net* icon appears, press the **START** button to access the message.
(Press **A** to bypass the movie.)



- To toggle the Heads Up Display (HUD) and Compass on/off, press the **Z** button.
- To adjust the brightness of the HUD, hold the **Z** button and the **LEFT/RIGHT SHIFT** buttons.

Attempts

You start with three attempts per campaign. The Super Apache can withstand substantial abuse, but only to a point. Your Smart Armour will realign to the Super Apache's interior space and cover the damaged areas after your first two crashes. After your third crash, the plug gets pulled.

Fuel

You begin each campaign with 100 units of fuel, unless you configure the chopper with the Fuel Drop Pods on your wingtips (200 units). Don't loiter. Check the HUD for your fuel status and check the SMFD to locate pre-positioned Fuel Pods. Winch these pods up when you need to refuel. If you run out of fuel and crash, the Super Apache drains its internal systems to refill the fuel tanks.

Armour

You begin each campaign with 1500 units of Smart Armour. Each time you get hit your armour depletes, based on the Power (Damage) of the enemy weapon. While unloading passengers at a Landing Zone, your Super Apache will refurbish its internal armour plating. Check the HUD for your armour status. Armour Repair Crates also provide magnetic armour plates if winched aboard, although they are notoriously hard to find.

Ammo

By default, you begin each campaign with a standard loadout. Check the HUD for your weapons status and refer to the SMFD to locate pre-positioned Ammo Packs. Winch these packs up for a full reload.

Note: Pre-positioned Ammo Packs do not reload Wingtip Weapons.

Action Button	Weapons	Number	Power Points
A	Chain Gun	1178 rounds	3
B	Hydra Rockets	38	25
C	Hellfire Missiles	8	100
	Wingtip Weapons	Number	Power Points
X	Sidewinder Missiles	8	300
X	Fuel Drop Pods	1	up to 500
X	ECMs (Chaff)	48	0 (Counter enemy missiles)

Note: The Electronic Counter Measure (ECM) momentarily confuses enemy radar. The Super Apache's ECM consists of tiny shreds of foil that deflect radar. The ECM is best deployed when the enemy has launched a missile.

STOP THE WAR BEFORE IT BEGINS

- Refer to *Config* to learn more about configuring your Super Apache with a custom mix of weapons.

Special Weapons

Look for special weapons pre-positioned within certain campaigns. Located in distinct packs, these weapons temporarily replace the standard armament. When brought onboard, check the HUD to note which weapon has been reloaded, then use the corresponding action button to fire.

Action Button	Special Weapons	Number	Power Points
A	Tank Gun	500 rounds	50
B	Twin Autocannon Codename: <i>Hornet's Fury</i>	450 rounds	5
C	Anti-Armour Missile Codename: <i>Maverick</i>	8	400
C	Cluster-Bomb	8	25

Note: You MUST use up all special weapon ammunition before you can reload with the standard armament.

Load

Your load indicates the number of passengers you've got onboard. The Super Apache can carry a maximum of six passengers. When you drop them off at a landing zone, your Smart Armour restores 150 points of armour for each passenger you unload.

Note: Your co-pilot is not considered a passenger.

Mission Objectives

Keep focused on the Mission at hand. If you want additional tactical hints, refer back to the SMFD for Video information. If you're not sure if you've completed a Mission, check the Status display by pressing **C** while in the SMFD.

Picking Up Assets

- To pick up friendly assets, just hover over the target. Your Super Apache's winch will automatically retrieve any asset under your chopper's shadow.

Landing Zones



Co-pilot
Unload Zone



Cargo
Unload Zone



Friendly
Landing Zone



Home Base



VIP Landing
Zone

Landing zones are built for specific purposes.



Views

You can pilot your Super Apache in one of two views, Classic or Chase View. With the Classic View, the camera is fixed at the rear of the chopper. Use the Chase View, and you can rotate the chopper to view the action from any angle.

- To change views at any time, press the **Y** button.

Note: Changing the view affects the way you control the Super Apache.

TIPS

- Various weapon power-ups and special devices can appear throughout a campaign. Keep alert for clues to their location and use.
- Change to Classic View for an unobstructed angle on what you are winching.
- Use the Jink buttons for precise control during winch attempts.
- When targeting an enemy unit, be sure to position your chopper properly. Sometimes head-on isn't the best way to take on a hostile force.
- Keep moving. A sitting duck is a dead duck.
- Stumbling into an Alert Zone is a bad idea. Take out enemy radar or power stations to blind the enemy. When alerted, enemy weapons have increased range, rate of fire, and power.
- Remain aware of your surroundings. The battlefield is acting and reacting to your activities. What you do in one area will directly affect another sector. Stay alert to the pattern of enemy movement.
- Information is power. Pay attention to your fellow STRIKE operatives. If you do not work as a team, you will not win.
- To pick up the cluster bombs in the Caspian Campaign, you must have configured the Apache with Hellfires in the Chopper Config screen before the beginning of the campaign.
- To pick up the autocannon, you must have configured the Apache with Hydras in the Chopper Config screen before the beginning of the campaign.

MISSION INTEL

SITUATION: URGENT

Briefing Memo

When the Union of Soviet Socialist Republics collapsed in November, 1991, no one was surprised at the rush to fill the void left by one of history's most awesome military powers. What the world was not prepared for, however, was the utter chaos that would leave the denizens clinging to life by a most precarious thread. Ethnic conflicts, food shortages, and a general lack of hope caught the media's opportunistic eye, and in no time the planet's democracies felt the squeeze of human interest. The United States bore the brunt of the criticism; thus, high-ranking officials sought to relieve media-induced pressure by offering humanitarian aid. Yet all recognised the secret to peace in the former Soviet Union was the covert defence of the Kremlin. As such, STRIKE was called in.

STRIKE Team Profile

The STRIKE Team operates outside the impractical limitations of government protocol and international law. It consists of a tactically brilliant general, a well-placed news correspondent, and one of the world's most prolific hackers. They communicate only through STRIKE.net, a high-speed, impenetrable network where they command inside operatives, including pilots and informants, in a quest to stifle the most ominous threat to Kremlin security, the *Shadowman*. Join the STRIKE Team as its number one pilot, and lay the Shadowman to rest.

CLASSIFIED DOSSIERS: STRIKE TEAM

General Earle



STRIKE's commanding officer, General Earle enjoys the freedom to operate on his own initiative. And that's the only way he'd have it. The master tactician has earned the reputation of a crafty, no-compromise strategist who can spot and exploit weaknesses and hit enemies in places they didn't even know they had.

Earle also serves as the emotional foundation of STRIKE. His wisdom, directness and restrained intensity are an inspiration to the members of the Team. In a world of fire and shrapnel, he is their anchor to reality. They can trust this guy every time out.

"Hack"



Hack operates the STRIKE.net mainframes from a converted cell in the bowels of a Maximum Security Prison, where he's serving a life sentence for treason. It is no small irony that Hack was recruited because of the very crime for which he was indicted - hacking into the National Security Agency's so-called "impenetrable" computer network - but the Security Czar wanted the best, and he was willing to take a chance on the underground coding wizard.



Hack's job is to monitor hot spots, direct STRIKE.net's digital search engines, and communicate his findings to the Team. He is direct, efficient, clear, and, for the Team, a shining beacon in the darkness of combat.

Grey, Andrea



In the words of Colin Powell, "You can win the battle but lose the war if you don't handle the story right." It's Andrea's job to see that public opinion doesn't sway the outcome of the Team's hard work. Planted as a correspondent for the Global Broadcast Service (GBS), she flies into the heat of the battle to report the news as the Security Czar wants it to be perceived. Her intelligent commentary and tactful spin on actual events promote diplomacy and, when necessary, cover the tracks of the STRIKE Team.

In addition to her media relations duties, she serves the Team both as a source of intelligence and as a field agent. Her challenge in this endeavour is to convince President Yeltsin and the Kremlin cabinet of the situation's gravity and to calm the public through a masterful spin of the truth.

The Security Czar

**CLASSIFIED INFORMATION
NOT AVAILABLE**

More myth than substance, the Security Czar is the link between the STRIKE Team and the world powers. He is the puppeteer tugging the strings from the Pentagon to the Kremlin and beyond. No one knows who he is or for whom he works, though it is clear he is the link to a political system much more powerful and vast than anyone could imagine.

Arnold, Nick



Nick is a hot shot chopper jockey. He was STRIKE's best pilot until you came along. The intensity and fearlessness Nick displays in combat tends to overshadow his sense of good judgement- this often throws him deep into a dangerous situation, requiring the STRIKE Team to bail him out.

Uralia, Ivan



A Russian defector, Ivan left the Soviet Air Cavalry after he was lethally irradiated at Chernobyl. Besides the fact that he is a pilot with great skill and a source of intelligence in regard to the Russian mind, he possesses a suicidal impulse afforded only to those who have little time left.

Amad

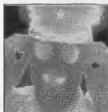


Amad is an ex-SAS commando and a pilot with a reputation for exactitude. He is well connected with the leaders of the Freedom Fighters who operate near the Caspian Sea, and he provides useful insight into the methods of the resistance.



CLASSIFIED DOSSIERS: ENEMY

The Shadowman



The mastermind behind the revolution, the Shadowman's identity remains unknown.

Vatsiznov, Uri



An ex-KGB general, Vastinov was labelled a dissenter long before Yeltsin took office. His often fanatical rhetoric has led STRIKE intelligence to suspect that he is the Shadowman.

Ceausescu, Vladimir



Power hungry Ceausescu could be the Shadowman's right-hand man. His speciality is acquiring uncountable sums of money via cooked books and, when necessary, force. He has been known to attempt hijackings.

Ceausescu, Vila



Vladimir's psychotic daughter surfaces to avenge her father.

Savak, Sadissa



A zealot (and for what cause it is not exactly clear to STRIKE), Savak seems to have no ambition but to seize and deploy weapons of mass destruction. His anger is directed against the rebels near the Caspian Sea.

Kaponov, Alexi



Kaponov is a notoriously violent mob boss and Moscow's most influential operator.

Dr. Ukranian



The mad doctor runs the sanatorium in Transylvania where political prisoners are "treated".





Moranovski, Boris



An ex-KGB head, Moranovski has the reputation of a top-notch mediator. His close ties with mob boss Kaponov have raised the eyebrows of more than one informant. He operates out of Moscow.

CAMPAIGN OVERVIEWS

Crimea

Summary: Hack has traced an unusually large transfer from a Swiss bank account. STRIKE.net satellites have detected a number of POWs in the area, including STRIKE's hot shot pilot, Nick Arnold. The Synchronicity Threshold is finally tripped when the satellites locate a terrorist training camp.

The primary objectives of the campaign involve rescuing Nick and other POWs, destroying the terrorist camp, and eavesdropping on the Shadowman's classified communications.

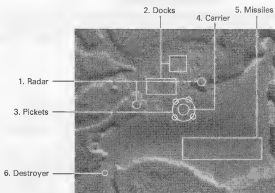


STOP THE WAR BEFORE IT BEGINS

Black Sea

Summary: Immediately before his capture, Amad confirms reports that Vlad Ceausescu's terrorist troops are about to hijack a mothballed Soviet fleet. If Ceausescu escapes with the ships, the West will be forced to retaliate before Vlad can launch an ICBM. STRIKE must stop him.

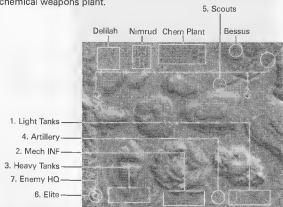
The primary objectives of the campaign are to recover the stolen ICBMs, cripple the Battle Cruiser before it reaches the Black Sea, and destroy Ceausescu's submarines and Amphibious Landing Craft.



Caspian

Summary: STRIKE learns that Sadissa Savak is rolling six formations of over 200 armoured vehicles through mountain passes toward Grozny.

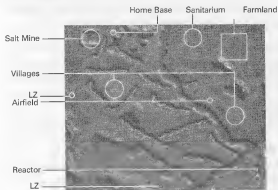
The single objective of this campaign is to stop Savak from seizing an ex-Soviet chemical weapons plant.



Dracula

Summary: A freak nuclear accident necessitates a death-defying humanitarian rescue. Ceausescu's daughter Vila has her eye on the reactor core, as does the Mad Doctor Ukrainian. But STRIKE has other ideas.

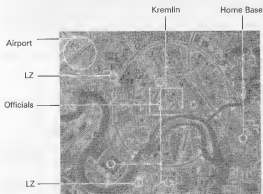
This campaign's primary objectives are the securing and disposal of the nuclear reactor core and the elimination of Vila and Doctor Ukrainian. Stay alert for further instructions.



Kremlin

Summary: May Day, Moscow. A traditional parade through Red Square has been diverted in an attempt to catalyse a bloody coup. The tanks are rolling through the streets; the Shadowman's plan is in motion.

The primary objectives of the Kremlin Campaign are to extract Andrea, rescue the democratic cabinet, and unmask the Shadowman.



TOP SECRET SECURITY CLEARANCE: CAMPAIGN # 1 WALKTHROUGH: CRIMEA

WARNING!

The following information DIVULGES certain facts about the first two missions of this campaign. It's here in case you run into serious trouble. In no way is the reading of this section necessary for your successful completion of the game. FOR THE MAXIMUM CHALLENGE, REFRAIN FROM READING ANY FURTHER.

Mission #1: Destroy 2 Radar Sites

Understand the Campaign Goal

1. Press the **START** button to boot up the SMFD. Highlight **INTEL** and press the **B** button. Read the screen text. Press **Z** if there is more information.
2. Press the **B** button again if you want to replay the Briefing video.
3. D-Pad **UP/DOWN** to cycle through each of the **WHY/WHAT/WHO/WHERE/HOW** options, and check the **INFO** on them as described in Step 1.

Review the First Mission

1. D-Pad **LEFT/RIGHT** to highlight **MISSION**, then press the **B** button. Press the **B** button again for a tactical video briefing about this Mission.
2. When you're clear on the Mission briefing, press the **A** button to return to the map of Crimea.

Study Your Map

1. **See what you have to work with:** Highlight **ASSETS**, then D-Pad **UP/DOWN** to highlight the various assets and view their locations on the map. Press the **B** button at any time to get information about each asset. (Press the **B** button again to view video.)
2. **Learn where hostile forces are lurking:** Highlight **ENEMY**, then D-Pad **UP/DOWN** to highlight the various enemy equipment and see their location on the map. Press the **B** button at any time to get text information about each vehicle. (Press the **B** button again to view video.)

Note: The Crimea Campaign is the only campaign in which *all* Fuel and Ammo can be viewed on the map.

Pinpoint and Destroy Radar Sites

1. Cycle the **MISSION** category until **RADAR** appears, then locate the flashing blue diamonds on the Map screen. These are the radar sites.
2. Press the **START** button. You can now take off from Home Base.
3. Fly due East along the road. Bear left at the fork and proceed with caution. You'll see the first Radar Site immediately after the fork on the left side of the road.

Note: You will receive an urgent transmission from a **STRIKE** agent. To view this message, press the **START** button. Some broadcasts come in as video messages, some as audio only. Press the **START** button to return to the





game. Once STRIKE has pinpointed your co-pilot, his location will show up as an asset dot on the SMFD Map.

1. Manoeuvre your Super Apache so the nearest enemy AAA is just in view, then fire a Hellfire missile or two Hydra rockets.
2. Destroy the second AAA with another missile or two Hydra rockets.
3. After you've destroyed the AAA defences, use your chaingun to take out the radar dish, ground troops, and truck.
4. Now carefully continue East. Approach the second radar site from the South (so the guns won't target you) and disable the enemy guns before taking out the second radar dish.
5. Press the **START** button to access the SMFD and highlight MISSION.
6. D-Pad **UP/DOWN** to select RADAR, then press the C button for Mission Status. Verify that it is marked "Destroyed." Proceed to the second Mission.

Mission #2: Rescue Captured Agents

1. By now your co-pilot Nick Arnold will be yelling for help; you must save him from a meeting with the firing squad. Fly East from the Radar Sites to the Prison Compound.
2. Move to the South side of the compound and blow a hole in the wall with the chain gun.
3. Carefully pick off the BRDM-2 on the other side of the wall (That's the four-wheeled recon vehicle.), then blow up the buildings in front of you with the chaingun.
4. Take out the AAA on the East side of the compound.
5. There are three rows of buildings in the North part of the compound. Take out the southern-most building in the middle row. Three figures appear. Pick up the middle one - that's Nick.
6. Once you've rescued Nick, start shooting up prison cells. There are more prisoners to be had, and they'll run out into the open once you blow open their cells. The mission is complete when you've rescued Nick and four additional prisoners.

CREDITS

Game Design: Michael Becker & John Manley

Screenplay: Flint Dille

Game Director: John Manley

Creative Director: Michael Becker

Original Software Design: Michael Posehn

Saturn Development Team:

Lead Programmer: Marco Busse

Programming: James Brookes, Jeremy Paulding, Marek Telgarsky, Richard Wifall

Sound Programming: David O'Neal

Artwork: Gordon Chen, Eric Kohler, Jorge Rosado

Additional Artwork: Greg Jobes

Software Engineering: Dan Hewitt, Randy Dillon, David Sullivan, David Stokes,
Frank Giraffe, David Gregory, Ken Dyke, Jeffrey Litz, Tom Boyd

Audio Software Engineering: Don Veca, David O'Neal

Engineering Manager: Scott Taylor

Project Managers: Lisa Marie Lamb, Audrey Gustafson

Engineering Administration: Kris Theofelis

Director Of Development: Jim Rushing

Senior Art Director: Jeff Smith

Art Director: Mark Franklin

Computer Graphics Art Director: Bob Rossman

3D/2D Graphics: Willy Aguilar, Valerie Couderc, Eric Holden, Manuela
Jungmann, Arthur Koch, Joel Mariano, Louis Sremac, Neil Strudwick, Ivaylo
Vaklinov, Marcelino Viluabi

3D Cinematics: Waddy Dacay, Don Woo

Front End/ SMFD Graphics: Margaret Foley-Mauvals, Don Woo

Pyro Graphics: Mike Hulme

Figure Animation: Sung Moon Kwon

Additional In Game Modelling: Mondo Media, San Francisco, Richard Fong,
Melissa Kangeter, Manny Marquez

Level Design Implementation: Alex Di Ricco, Andy Kieran, Michael Lubuguin,
Aaron McClay, Michael Yasko

Director Of Audio And Media Production: Murray Allen

Audio Director: Don Veca

Motion Picture Sound Design And Audio/Dialogue Editing/Mixing: Ken Felton

Sound Effects Editors: Don Veca, Marc Farly, David O'Neal, Stretch Williams

Music: Don Veca, David O'Neal

Localization Editors: David Whittaker, Jeni Day, Marc Farly

Video Editing And Effects: Michael Marsh, Jerry Newton

Media Compression: Eric Kornblum

Audio Technical Director: Rob Hubbard

Audio Recording: Pacific Ocean Post

Sound Design And Motion Picture Mixing: Music Annex, Patrick Fitzgerald

Online Editing And Post-Production Effects: Western Images, Orin Green, Henry
Editor

Executive Producer: Randy Breen

Producer: Michael Kosaka

Assistant Producer: Trevor Jalowitz



Director, Strike Property: Rod Swanson
Product Marketing: Albert Penello, Mike Quigley, Frank Gibeau
European Product Manager: Clive Downie
Public Relations Managers: Mary Leddy, Dany Brooks
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Documentation: Jamie Poolos, Michael Becker, Andrea Engstrom
European Documentation: Rich Johnston
European Documentation QA: Giuseppe D'Amaro
Art Direction: Nancy Waisanen
Package Design: Studio 3
Package Illustration: Don Woo
European Marketing Services: Tamara Burke, Rachel Close, Anita Legg
Business/ Legal Affairs: Crocodile Productions, EA Business Affairs
Business Affairs Coordinator: Sheri Burgos-Sarkis
Payroll Service: Karen J. Kodet Company
Testing Manager: Kurt Hsu
Testing Supervisor: Chris Baena
Lead Tester: Paul Niehaus
Backup Lead Tester: Dave Koerner
Test Team: Simon Hall, Jake Neri, Bobby Lew, Rafael Lopez, Albert Roberson
Consultants: Michael Green, Hans Halberstadt, David Hart, Jacques Littlefield, Goutam Mitra, John Spangberg, Colonel John Warden - Retired U.S. Air Force
Supervisor of QA: Michael Edison
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Andrea Gray: Sue Turner-Cray
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Nick Arnold: Al Sapienza
Amad: Ari Barak
Ivan Uralia: Alex Veadov
President Yeltsin: Karel Cizek
Uri Vatzisnov: Raul Kobrinsky
Sadissa Savak: Manhal Sako
Delilah: Carol Colbert
Nimrud: Jack Janda
Bessus: Sam Sako
Mob Boss: Tomas Krejci
KGB Boss: Josef Simonovsky
Vila: Ivana Susova
Vladimir Ceausescu: Stepan Samudovsky
Grymyenko Ukranian: Milos Bordalek
Freedom Fighter: Kenneth Brant
Russian Cabinet Members: Walter Adrian, Sam Alejan, Gene Drabek

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Voice Talent:

Delilah: Karri Turner

Nimrud: Tony Pope

Bessus: Michael Gough

President Clinton: Carlos Alazraqui

Security Czar: John Mayer

President Yeltsin: Keith Szarabajka

Additional Voices: Tom Chantler, Nina Gold, Roger Jackson, Robert Scott Jr.

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